

sceneObjects::SO\_Shader

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graph BT; SO_AssimpShader[sceneObjects::SO_AssimpShader] --> SO_Shader[sceneObjects::SO_Shader]; SO_PhongShader[sceneObjects::SO_PhongShader] --> SO_Shader; SO_SkyboxShader[sceneObjects::SO_SkyboxShader] --> SO_Shader;
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sceneObjects::SO\_AssimpShader

sceneObjects::SO\_PhongShader

sceneObjects::SO\_SkyboxShader